

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 8 – 17 HCP 5+ cards
Responses: New suit NF
RESPONSES Raise: with 3+card support and 4-9 pts, raise to level of fit. 3 level raise 4-7 pts and 4 card support
Single cue = 3-fit and 10+ or 13+ points no fit
Jump cue bid Mixed raise 7-9 pts 4 card support
New suit rebid by UCB bidder (showing 13+) is forcing
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18, 4 th live 16-19 responses as for 1NT opening Note 5
Protective 10-14, responses as for 1NT opening with Crowhust 2C
Responses 2D min no 4M, 2M min , 2NT max 3C re-asks
Helvic if we are penalty doubled in NT – Note 6
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls : weak, 6+ cards, varies with vul/position
Unusual 2NT : remaining 2 suits (5/5 or longer); if by passed hand, 1NT shows same
Cue bid of lower of opps’ 2 suits= 6/4 lower/higher remaining suits (and vv)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
GHESTEM
VS. NT (vs. Strong/Weak; Reopening;PH) ANTI
2C = long diamonds or 5/4 Majors, balancing or strong can be 4/4
2D = long hearts OR 4 spades and a longer minor
2H = 4 hearts and a longer minor,2S= 5+ spades, 2NT = 5/5 Minors
3X natural and strong
X: Vs Wk NT = Pen. Vs Str NT = clubs
Passed hand X of weak NT = clubs 9-11 pts
VS. PRE-EMPTS
Double T/O 2NT 15-18 4m Leaping Michaels: 5m 5OM or 5om+5M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural v strong 1C 16+ or 2C strong , Jumps preemptive, Double majors , 1NT or 2NT minors
OVER OPPONENTS’ TAKEOUT DOUBLE
XX 10+ pts , 2X forcing, 1M (dbl), ‘system on’ re Bergen responses

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad 4+, MUD	Low from honour	
NT	4 th , 2 nd from bad 4+,top of nothing from bad 3	As above	
Subseq	Remaining count (hi-lo even)		
Other: Ace Attitude , King for count UDCA			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Looks for attitude (reverse). Denies K. Asks for K. AK shows doubleton	Denies K, asks for K or Q. AK shows doubleton.	
King	Count (upside down) (KQ...)	same	
Queen	QJ (T...) or shortage	same	
Jack	KJT..., JT...	(A/K)JT., JT9..., JT8...	
10	Tx	H109..., 109	
Hi-X	Doubleton OR 2 nd from bad 4+to	same	
Lo-X	MUD	9xx, top of nothing	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	UDCA		Odd = enc, even = suit prf
	Attitude (reverse)		
	Count (reverse)		
	Suit Preference		
Signals (including Trumps): Trump echo xxx, low trump = xx or xxxx			
If first play in suit has not shown count (e.g. ATT, or [tried to] win trick), next play shows remaining count: hi = even number of remaining cards			
DOUBLES			
T/O dbl up to 3S – 10+ points and shortage in suit opened			
Change of suit rebid by doubler is game invitational (16+)			
1NT response to t/o dble is 6-10 with stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL, T/O			
Responsive double through 4♥, often game try when no UCB available			
Support double			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: CBAI
PLAYERS: Suzanne Hill and Máire O’Connor
CAMROSE TRIALS OCT 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT , 5 card majors 2/1 GF, 5542
1♣ 2+ clubs NF
UDCA
Leads 2nd/4th
Discards Odd=Like Even= Suit Pref
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2D weak 2M or 8 playing tricks in minor, or strong balanced 2NT 20-22, 3NT 25/26 Note 7
2H 5+ Major and 5+ any suit 6-10 pts Note 9
2S 5+ S and 5+ minor 6-10 pts
2NT opening NF – 6-10 pts both minors 5+/5+ Note 8
Fit jumps and fit non jumps
SPECIAL FORCING PASS SEQUENCES
after GF has been established
IMPORTANT NOTES Point ranges are indicative only.
PSYCHICS:
NO

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	No	2+	4♥	10-19 HCP. . (23)44 opens 1D	1D/H/S = nat. 4+ suit, usu. 5+ HCP, 1NT = 5-10 HCP, denies 4M. 2C 5+ C, no 4M, 5-9 points. 2H/S = nat 6c suit, ≤3/4 HCP. 2NT = 11-12 bal, denies 4M. 3C = 10/11HCP, 5+C. 1M can conceal longer D suit if less than inv. Note 1	1NT rebid=11-14 HCP, 2NT=18/19 HCP, then new minor forcing. Minorwood after GF or invitational raise.	1m (1H) 1S shows 5S. 1m (1x) 2x shows a sound raise. Defending 2-suited overcall: unusual over unusual Note 11.
1♦	No	4	4♥	10-19 HCP. 4+D, may include one/both 4-card major(s) if only 4.	1M = nat. 4+suit, 5+ HCP. 1NT = 5-10 HCP, denies 4M. 2C = nat, GF. denies 4M. 2D 5-9 pts 4+D, no 4M. 2M = nat 6c suit, <3/4HCP. 2NT = 11-12 bal, no 4M. 3D = invitational.	As above	As above
1♥	No	5	4♥	11-20 1M responses see Note 2	1S = 4+ S, 5+HCP. 1NT = 6-11HCP, F1 2C/D = nat, GF. 2H = 8/9 HCP, 3H. 2S = nat 6c suit, ≤3/4 HCP. 2NT = GF, 12+ HCP, 4+H Stenberg (NOTE4). 3C = 6-9 HCP, 4H. 3D = 10-11 HCP, 4H. 3H = ≤6 HCP, 4H. Note2	After 1S, opener rebids 1NT 12-14, 2c/d=4+c/d, 10-16 HCP, 2NT 18-19. After forcing 1NT, 2c/d= better minor 10-16, 3c/d is reverse, with 17-19 HCP. 1M 2NT Stenberg GF 4+ support Note 4	2♣ 3 card Drury System on after double System off after overcall. Fit jumps Note 3
1♠	No	5	4♥	11-20	As above – see Note 2	As above – see Notes 2, 4	As above, Note 3
INT	No	1	4♥	15-17 HCP, bal. or semi-bal. Can have 5M or 5m (5332). Can have sngtn Km, 6-card m Responses Note 5	2C = non promissory stayman. Includes 5M ask. 2D/H = xfer to H/S. 2S = xfer to C. 2NT = xfer to D. 3m = slam try 14/15HCP, 6+. 4d/H Texas transfer, with 6+ H/S. (See also Note 5)	After 2c, opener shows 4/5-card Major. After transfer to M, 2NT=4M and max, 3M= min. After transfer to c, 2NT=3c+hon; after transfer to d, 3c=3d+hon.	Lebensohl SANS Pen X Helvic Note 6 System On over other X
2♣		0	4♥	23/24 or 27+ BAL or any strong GF or near-GF or 8+ tricks in Major	2d relay responses 2M 8 tricks, 3M GF 9+ asks cue bids	NT rebids: 2NT=23/24; 3NT=27+. Puppet stayman etc. 2M=8 tricks, 3M 9+ [asks cue bids]	After interference, X/XX by responder shows some values.
2♦	√	0		Multi 2D Weak 2M or 8 playing tricks in a minor or bal 2NT 20-22, 3NT 25/26	2H relay, 2S game try in H, 3H 10/11 pts 3+ of both majors, 3S 10/11 pts. 3S and 4H, pass or correct. 2NT=strong enquiry Note 7	Note 7	After 2d-(2M), X shows OM support. 3H/S bid still available. 2NT enq
2♥	No	5		5+♥ 5+ any suit 6-10 points	2S/3c pass or correct, 3d INV+ in H, 3H NF. Note9.	2NT enquiry ask range/suit	X asks opener's 2 nd suit
2♠	No	5		5+♠ 5+ minor 6-10 HCP	3 of a minor pass or correct, 2NT strong enquiry,	2NT enquiry, 3c/d= weak 3H=♣/3S=♦ strong; then 4c is KC in the minor, 4d is KC in S.	X asks opener's 2 nd suit
2NT	√	0		Both minors preemptive 5-10 HCP	3C/5c = pass or correct. 3NT is to play. 4c/d = preempt.. Note 8		
3♣	No	6+		5-10 HCP 6+c suit			
3♦	No	6+		5-10 HCP 6+c suit			
3♥	No	7+		5-10 HCP 7+c suit			
3♠	No	7+		5-10 HCP 7+c suit			
3NT	√	7+		Solid 7+c m, ≤Q outside	4/5C = Pass or correct		
4♣	√	7+		NAMYATS Strong hand with H	4D asks for shortage; 4H to play		
4♦	√	7+		NAMYATS Strong hand with S	4H asks for shortage; 4S to play	HIGH LEVEL BIDDING	
4♥/♠	No	7+		To Play	4NT = RKCB	RKCB (1430) Majors, Minorwood Note 10 In competition, DOPI, ROPI. Lightner doubles	
4NT	√	0		Specific ace ask	5C = none; 5D/H/S/6C = ace of that suit; 5NT = 2	Forcing pass after a GF has been established	
5♣/♦	No	8+		Pre-emptive/to play			

Note 1 Responses to 1♣ Opening	Note 2 Responses to 1H opening
1♦ nat. 4+ suit, 5+ HCP 1M nat. 4+ suit, 5+ HCP can have longer D suit if less than INV 1NT 5-10 HCP, denies 4M. 2♣ 5+ C, no 4M, 5-9 points. 2M nat 6c suit, ≤3/4 HCP. 2NT 11-12 bal, denies 4M. 3♣ 10/11 HCP, 5+C. Openers rebids 1♣ 1X 1NT 12-14 pts new minor forcing 1♣ 1X 2NT 18-19 pts new minor forcing	1♠ 4+ S, 5+HCP. opener rebids 1NT 12-14 with new minor forcing continuation 2m 10-15 HCP 2♥ 10-15 HCP 2♠ 10-14 2NT 18-19 3m 17-19 3H Inv 6+ card suit, 16/17 HCP 3♠ Inv 3NT 6-card H suit, 18/19 HCP 4x splinter raise with 4S 1NT 6-11 HCP, Forcing (F1) denies 4S can contain 3-card limit raise. Opener's rebid of 2m better minor 10-16 2C/D nat, 2/1 GF. Opener's reverse rebid at 2-level doesn't show extra values 3NT rebid shows 12-14 minimum, 2NT shows 15+ 2♥ 8/9 HCP, 3H opener's new suit is long suit trial INV+ 2♠ nat 6c suit, ≤3/4 HCP. 2NT GF, 12+ HCP, 4+H Stenberg. (Note 4) 3♣ 6-9 HCP, 4H. 3♦ 10-11 HCP, 4H. 3♥ ≤6 HCP, 4H, usually with s/v 3♠/4m void splinter, 11+ HCP 3NT 3H, bal. 12-15 HCP 4♥ 0-7/8 HCP 5+ card support, usually with s/v

Note 3 1M Competition and Passed Hand Responses

Competition

System on after opp's double (Bergen/Stenberg, 2/1 etc).

Systems off after their overcall, except: Stenberg ON.

1M – 3M (weak) is ON after their overcall but after a weak jump overcall, 3M is INV, 4M is weak, with 4/5M, usually s/v.

Fit jumps and fit non-jumps after opp's overcall; also after we overcall.

Long suit trial bids after single raise of 1M by either opener or responder.

After opps overcall our 1M – 2M, 3M is competitive, X is INV+ (maximal double).

Passed Hand Drury

After 1M 3rd or 4th seat

ON after double, OFF after overcall

1H 2♣ by passed hand Drury, 3+ card support 10/11 points.

2♦ Light opening (3rd seat) no interest in game opposite a passed hand
2M minimum opening. opening values 12+ pts

Note 4 1M 2NT Stenberg GF (4+ card support)

1♥ 2NT Stenberg (also on in competition)

3♣ Min 11-13 HCP, denies a void

3♦ singleton ask (3♥ (club singleton), 3♠ (diam singleton),

3NT (singleton OM), 4x control)

3♦ Max 14+ no shortage: responder may now show a singleton
3H (club singleton), 3♠ (diam singleton), 3NT (singleton OM), 4x control

3♥ club singleton 14+

3♠ diam singleton 14+

3NT other major singleton 14+

4♣ void min or max

4♦ void min or max

4♥ void OM min (after 1S – 2NT – 4H shows H void max)

4♠ void OM and max (after 1S – 2NT – 4S shows H void min)

4NT RKC

Competition after Stenberg 2NT

1♥-pass-2NT-(3♦) now opener's actions are built around the holding in their suit:

Pass poor minimum with 5 card suit

Dbl singleton in their suit (cue bid with void)

3♥ decent minimum

3♠ control (denies SPL their suit)

3NT forcing 14+ with Ace or King in their suit

4♣ Control (denies SPL their suit)

4♦ void

4♥ minimum with 6+ suit

The same method can be used when they overcall a 2/1 GF auction

Example:

After 1S – (P) – 2c – (2d): Pass = a poor min, with 5S; X=singleton d; 2H=5/4;
2S=6S min; 2NT is strong with d stop; 3c=support for partner's c; 3D=d void;
3H= 5/5 S/H; 3S-6S max; 3NT=min with d stop.

Note 5 1NT Responses

- 2♣ Non Promissory Stayman 8+ pts, including asking for 4/5 card M
- 2♦ 5♥+ transfer (transfer break 4 card support 2NT max, 3M min)
- 2♥ 5♠+ transfer (transfer break as above)
- 2♠ xfer to C. now 2NT Hxx clubs
- 2NT xfer to D now 3C Hxx diamonds
- 3m slam try 14/15+ HCP,
- 3M splinter in OM with 5/4 or 5/5 in minors
- 3NT to play
- 4♣ Gerber for aces
- 4♦ Texas raise to 4♥, then 4NT RKC or pass
- 4♥ Texas raise to 4♠ then 4NT RKC or pass
- 4NT Quantitative

Note 7 Developments after 2♦ Multi

2♥ to play in opener's suit then opener bids

Pass weak 2 in hearts

2♠ weak 2 in spades

2NT semi-bal 20-22 HCP now 3C is puppet Stayman

3NT semi-bal 25-26 HCP

3m 8 playing tricks in a minor

2♠ to play opposite weak 2S; can play 3 level+ opposite a weak 2H, so 3+H, 7 losers max

Responses as above except

3♥ minimum weak 2H

4♥ maximum weak 2H

3H 3H and 3S, 10/11 pts

3S 3S and 4H, 10/11 pts.

2NT asking : WWSS responses

3♣ min hearts

3♦ min spades

3♥ max spades

3♠ max hearts

3NT 20-22

4m Minorwood 8 playing trick hand in bid minor

Note 6 Helvic defence to penalty double

After our 1NT opening/natural NT overcalls

1NT Double for penalties

Pass is forcing: asks for redouble, shows non-touching suits (or to play in 1NTXX)

XX A one-suited hand. asks partner to bid 2C

2♣ Clubs and diamonds (4-4 or better).

2♦ Diamonds and hearts.

2♥ Hearts and spades.

2♠ Clubs and spades.

Note 8 2NT opening 6-10 pts both minors

Unless partner is a passed hand we do not open 2NT with 5530 (3-card Major)
2NT may be passed with Majors (5/4 or 5/5) and less than 16 points.

Responses

GF = Game Forcing INV = invitational

3♣ to play

3♦ to play

3♥ GF asks for shortage, game in major possible/Minorwood available

3♠ 1255, then

3NT to play

4m Minorwood RKC 1430

4M to play

5m to play

3NT 2155, then Pass

4m Minorwood RKC 1430

4M to play

5m to play

4♣ natural 1156, then 4NT is Blackwd, 4M/ 5c/d/5NT is to play

4♦ natural 1165, then 4NT is Blackwd, 4M/ 5c/d/5NT is to play

4M void, then 5c is P/C to longer minor

3♠ INV+ relay to 3NT game or slam INV in minor

3NT forced

4♣ INV

4♦ INV

5♣ SLAM INV this shows 3/5 aces

5♦ SLAM INV this shows 3/5 aces

3NT to play; 4m PRE; 4M, 5m to play

Note 9 2H 5 hearts and 5 of any suit 6-10 pts

2♥ 5+♥ and 5+ any suit 6-10 HCP

65 hands should be frequently shown as maximum

Continuations:

Pass

2♠ Pass or correct to openers other suit

2NT Inquiry (a max response establishes GF)

3♣ min or max with clubs

3♦ asks

3♥ min with clubs

3♠ max with clubs therefore GF

3♦ min with diamonds

3♥ min with spades

3S max with spades therefore GF

3NT max with diamonds therefore GF

After 2NT and the various responses

4♣ agrees lower suit and is RKC 1430

4♦ agrees higher suit and is RKC 1430

3♣ pass or correct for opener's second suit

responder has a good hand for spades (usually 4+)

3♦ opener's second suit

3♥ min with hearts and spades

3♠ max with hearts and spades

4♠ an exceptional hand may bid 4♠ over 3♣

3♦ INV+ in Hearts opener bids 4♥ max 3♥ min

responder may be slam INV and follow with cue bids etc

3♥ to play (not invite), opener can bid on with extra shape

3♠/4♣/4♦ all natural and forcing

Note that no pass or correct bids available other than 2♠/3♣

These may be strong single suited hands which may follow with 4NT

RKC in responder's own suit

4♥/4♠/5♣/5♦/6X to play

Competition

Doubles of interference up to 3♠ are takeout asking for opener's second suit

Doubles of 4 level and higher interference are penalties

Note 10 RKCB and Minorwood

4NT is key card ask, (the four aces and the K of agreed trump suit) Responses:

5♣ 1 or 4 Key Cards

5♦ 0 or 3 Key Cards

5♥ 2 or 5 Key Cards without the Queen trumps

5♠ 2 or 5 Key Cards with Queen trumps or extra trump length

Queen ask – next available suit

5NT – king ask- response shows specific kings

The king ask promises that the partnership holds all the keycards

After opps double/overcall our 4NT, play DOPI and ROPI.

4♣ Minorwood RKC in clubs – (ON after double, OFF after overcall)

4♦ 1 or 4 key cards

4♥ 3 or 0 key cards

4♠ 2 key cards No Queen trumps

4NT 2 key cards with Queen trumps

After Minorwood, 4NT by asker is an attempted signoff.

Next step asks for Q (if not shown) or for number of kings

After opps double or overcall our 4c/d minorwood, play DOPI and ROPI

Note 11

Defending 2-suited overcalls after we open suit at 1 level

(Unusual over unusual)

e.g., 1d –(2NT) with 5+c and 5+H

Pass nothing to say or penalty <10 pts

Double 10+ pts, may have penalty in at least one of their suits or 4 cards any unbid major

Lower cue 3c 10+ pts INV+ in d

Higher cue 3H 10+ pts forcing INV+ in fourth suit, so 5S+

3d opener's suit, competitive raise, 7-9 pts

3S Natural NF competitive values, 7-9pts, 5S+

3NT to play

4c splinter GF in opener's suit

4d preempt

4H splinter GF in opener's suit

4S to play

